

Hierarchical routing in ad-hoc networks

This invention relates to ad hoc networking applications, in which a number of communications devices co-operate to form a communications network. There are two basic types, namely many-to-many communication, wherein the devices communicate mainly between themselves, and ad hoc edge networking, wherein the devices interface with conventional fixed networks through interface or edge devices. The communications devices form devices of a wireless network, allowing data to be relayed from an originating communications device to a destination communications device, by way of other communications devices. Such devices have a number of applications in circumstances where the communications devices are likely to be moving in unpredictable ways. A particular application scenario is a sensor network, in which data is collected from a network of mobile sensor devices, each of which is capable of taking measurements and relaying packets of data. Such devices are used by scientists taking measurements of the behaviour of the atmosphere, the sea, ice caps, lava flows or wildlife. The environments in which such devices are required to operate often have measurement points widely dispersed in both space and time. Some of the environments are hostile to human life. In some applications, such as the study of animal behaviour, human intervention could compromise the data. For these reasons the devices must be capable of operating autonomously, and transmitting the data they collect to a more convenient point using a wireless medium such as radio or sonar. Moreover it is not usually possible to provide a continuous power supply, so the useful life of a device is primarily constrained by battery life.

Other applications for such ad hoc networks, to which the invention might be applied, include "tagging" technology for monitoring the health of patients and the elderly in the community, or of the location of people subject to court orders restricting their movements. More generally, ad hoc networks can be made up of wireless laptop computers or mobile telephones in close proximity to each other. Military personnel, police or other emergency services could also use the invention when attending an incident where there are insufficient channels for all the users to communicate directly with the fixed base stations provided in the vicinity. In these cases, more conventional communication devices could become part of ad hoc wireless networks, exploiting short range transmissions and device relays towards an identified base station, or fixed network device.

Many ad hoc routing protocols have been devised. Some of the most widely known are:

- DSDV, described by C Perkins and P Bhagwat, Highly Dynamic Destination-Sequenced Distance-Device pair Routing (DSDV) for mobile computers, Proceedings of the SIGCOMM '94 Conference on Communications Architectures, Protocols and Applications, pages 234-244, August 1994
 - TORA, described by VD Park and MS Corson, A Highly Adaptive Distributed routing Algorithm for Mobile Wireless Networks, Proceedings of INFOCOM '97, pages 1405-1413, April 1997
 - 10 - DSR, described by DB Johnson, Routing in Ad hoc Networks of Mobile Hosts, Proceedings of the IEEE Workshop on Mobile Computing Systems and Applications, pages 158-163, December 1994
- AODV, described by C Perkins, Ad hoc On Demand Distance Device pair (AODV) Routing, Internet-Draft, draft-ietf-manet-aodv-04.txt, October 1999

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- DSDV maintains a routing table listing the next "hop" for each reachable destination. Routes are tagged with sequence numbers, with the most recently determined route, with the highest sequence number, being the most favoured. There are periodic updates of routes and sequence numbers. TORA discovers routes on demand and gives multiple
- 20 routes to a destination. Route query and update packets are sent for each destination. Although routes are established fairly quickly, there are often routing loops, leading to dropped packets. DSR uses source routing, rather than hop-by-hop routing, so each packet has a complete route, listed in its header. This protocol uses route discovery and route maintenance, with devices maintaining caches of source routes that have been
- 25 learned or overheard. AODV combines route discovery and route maintenance with hop-by-hop routing. Route request packets create reverse routes for themselves back to their source devices. "Hello" messages are periodically transmitted by the devices, so that neighbours are aware of the state of local links.

- A comparison of the performance of these protocols by J Broch, DA Maltz, DB Johnson, Y-C Hu, ("A Performance Comparison of Multi-Hop Wireless Ad Hoc Network Routing Protocols", Proceedings of the Fourth Annual ACM/IEEE International Conference on Mobile Computing and Networking, Mobicom '98, October 1998, Dallas, Texas), has shown widely differing results in the size of routing overhead. The total overhead is greatest for TORA, and becomes unacceptably large for a network size of
- 35 thirty source devices.

Moreover, all of these prior art protocols require large processor and memory capacities, and their protocols do not take account of the energy usage required. Energy usage, along with memory and processor capacity, are particularly important in sensor networks. These typically consist of very small, very cheap microprocessors, e.g. 16 bit, with 32 kilobytes of RAM. They also have a finite battery supply, which would be impractical to replace given the nature of the applications in which the sensors are to be used. It is therefore very important that any communication protocol is energy-efficient aware, and also pared to a minimum in communication overhead and memory usage. In other applications, battery and memory usage are also important considerations: a user would be unwilling to allow his mobile telephone to form part of such an ad hoc network if other users caused a significant drain on either of these resources whilst his own device was not actively engaged in a call.

A number of lightweight ad hoc routing protocols have been proposed. The work by Toh already discussed describes a wireless communication network, and a scheme to maximise the battery life of ad hoc devices in the network. S Singh, M Woo and C Raghavendra, have made a detailed study of power-conservation in ad hoc networks at the MAC and network layers ("Power-Aware Routing in Mobile Ad hoc Networks". Proceedings of the Fourth Annual ACM/IEEE International Conference on Mobile Computing and Networking (MobiCom), (Dallas, TX, Oct. 1998)). They include schemes for devices to power-down in between expected transmissions, and they take into account device load as an important factor in power consumption. Their main concern is to prevent network partitioning when gaps appear in the network as a result of devices running out of battery power. Work by WB Heinzelman, AP Chandrakasan and H Balakrishnan considers sensor networks specifically. ("Energy-Efficient Routing Protocols for Wireless Microsensor Networks", Proceedings of the 33rd International Conference on System Sciences (HICSS '00), January 2000). This work assumes variable device broadcast range. Their focus is on the use of clustering techniques to reduce bandwidth usage by, for example, data aggregation of similar data, and using predictable transmission times, co-ordinated by the cluster heads. This approach saves significant energy, compared with an always-on approach, but the routing side is simplistic and not fully developed. In particular, their experimental scenario assumes the devices could all broadcast to the base station if they chose to do so, which would not be realistic, in general, for sensor network applications. Work by A Cerpa, J elson, D Elstrin, L Girod, M Hamilton and J Zhao, refers to habitat monitoring as a driver for wireless communications technology, and focuses on power-saving by having devices switching themselves on and

off according to whether they are in the vicinity of regions where interesting activity is expected, or detected by other devices. ("Habitat Monitoring: Application Driver for Wireless Communications Technology", ACM SIGCOMM Workshop on Data Communications in Latin America and the Caribbean, Costa Rica, April 2001. Work by Y.

5 Xu, J. Heidemann, and D. Estrin again focuses on using powered- down modes for devices to conserve power, based on whether payload data is predicted or not, and on the number of equivalent devices nearby that could be used for alternate routing paths. ("Adaptive energy-conserving routing for multihop ad hoc networks", Tech. Rep. 527, USC/Information Sciences Institute, Oct. 2000) The assumption here is that the underlying
10 routing will be based on conventional ad hoc routing protocols such as the AODV system already discussed. Sensor networks, however, typically would require a lighter weight approach to routing, where decisions are based on information from immediate neighbours only, and this knowledge needs to be conveyed succinctly, ideally as part of the packet headers for the actual data to be collected.

15 The University of California and the Intel Berkeley Research Lab have developed operating systems and networks for small ad hoc sensor devices, known as the Smartdust project, for which an operating system known as TinyOS has been developed (DE. Culler, J Hill, P Buonadonna, R Szewczyk, and A Woo. "A Network-Centric Approach to Embedded Software for Tiny Devices". DARPA Workshop on Embedded Software.
20 However, the routing scheme they refer to is not power-aware, but rather uses a hierarchical structure to find shortest paths to the sinks.

So, in summary, there are established routing protocols for ad hoc networks that are too resource-intensive for sensor networks and are not power-aware; there are power-
25 aware metrics which have not been applied to ad hoc networks; there are power-aware strategies for ad hoc sensor networks that do not optimise the routing; and there is an extensive ad hoc sensor network project without power-aware routing. Note that none of this prior work refers to highly mobile ad hoc devices, of the kind to which this invention is particularly directed.

30 As already discussed, prior art routing mechanisms require far more memory and processing power than is suitable for lightweight environmental sensor devices, or assume all devices can communicate directly with the sinks. Also, only the full ad hoc protocols can cope with device mobility, and these require a large communication overhead.

Because the devices are moving rapidly, even their nearest neighbours may change between data transmissions. Routing decisions must be made 'on-the-fly', using very recently gathered information.

In this specification, the term "payload data" is used to mean the useful data
5 which it is desired to transmit, as distinct from overhead data used to control routing of the payload data. Note that there is some degree of overlap between the two types of data, as some of the data collected, e.g. relating to position or urgency may be useful in determining routing strategy.

Two recent patent applications made by the applicant company (GB0315758.3
10 and GB0315969.6) disclose a mobile data wireless relay device, the device having receiving means for receiving payload data from a data source, a buffer for storing payload data for subsequent transmission, means for receiving status data from similar devices, status data generation means for generating status data, the status data being
15 derived from the quantity of data in the buffer store and the status data received from other devices, and comprising data relating to the position of the device, the quantity of data in the buffer store a scalar forwarding value (δ) and
20 a forwarding direction, status transmitter means for transmitting status data to other devices selection means for identifying from the status data a receiving device to which the payload data is to be forwarded, the receiving device being located in a position indicated by the forwarding direction,
25 payload transmission means for transmitting the payload data to the receiving device.

The wireless relay devices therefore define a preferred direction for payload data to travel. This invention provides a wireless relay device that not only identifies a transmission hop in the right direction, but forwards payload data to the neighbouring
30 device giving the best chance of its data getting all the way back to a data sink. It requires no explicit knowledge of the topology of the network, and in particular requires no details of any hop other than the one to which it is directly connected. However, it does require some co-operation between devices in order to establish a preferred direction.

According to one aspect of the present invention, there is provided a data relay
35 device, the device having

receiving means for receiving payload data from a data source,
a buffer for storing payload data for subsequent transmission,
means for receiving status data from similar devices,
status data generation means for generating status data, the status data being
5 derived from the quantity of data in the buffer store and the status data received from
other devices, and comprising data relating to
the separation of the device from other devices,
the quantity of data in the buffer store
means for determining a scalar status value determined by the quantity of data
10 stored in the buffer and its separation from nearby sensors,
status transmitter means for transmitting the status value to other devices
selection means for identifying, from the status data received from other devices,
a receiving device having a status value which varies from its own status value in a
manner indicative that payload data may be forwarded to it, and
15 payload transmission means for transmitting the payload data to the identified
receiving device.

Preferably the device comprises means for receiving payload data transmitted by
other similar devices, as well as itself comprising a data source.

As well as the properties specified above, the status value may also be
20 determined with reference to other properties, such as battery level and expected life time.
The selection means can be arranged to only identify a suitable receiving device if the
scalar status value meets one or more threshold criteria, such as that the remaining
battery power is sufficient to transmit all the data currently in the buffer. The threshold
criteria may also include a function of elapsed time from a predetermined start point. The
25 device may also comprise condition-monitoring means for monitoring the expected lifetime
of the device, and adjusting the scalar status value accordingly.

The separation data may be determined from attenuation or time delay of signals
received from the other devices.

The device may comprise means for determining the power that would be
30 required to transmit payload data to an identified receiving device, and means for
generating a scalar status value related to that power requirement. Preferably the
identified receiving device on which the power determination is based is the device
selected for transmission on a previous determination.

According to another aspect there is provided a method of operating a plurality of
35 data relay devices, comprising:

collecting data in buffer stores in one or more such devices,
exchanging status data between the devices, the status data comprising data relating to

the separation of the devices,
5 the quantity of data in their buffer stores
each device defining, from the status data, a scalar status value determined by the quantity of data stored in the buffer and its separation from other sensors
transmitting the status value to other devices and receiving the status values of other devices

10 identifying, from the status data received from other devices, a receiving device having a status value which varies from its own status value in a manner indicative that payload data may be forwarded to it, and
transmitting the payload data to the identified receiving device.

In the described embodiment the data relay devices are mobile devices
15 communicating with each other using radio waves or other electromagnetic radiation, or by acoustic signals such as ultrasound. However, the invention may also be applied in a fixed-wire system. In a system using mobile devices, the most critical factor determining status is usually battery life. The separation may be measured as simple distance, or some related function such as time of flight or power cost, both of which can be
20 determined by ensuring all status transmissions are made at a reference time or power level. (In an environment where attenuation varies, these values may not necessarily bear a simple relationship to distance). In a wired network separation may be determined as the time delay over the physical connections involved, and status by factors such as processing delay at the destination node.

25 In the described embodiment the central collecting devices (sinks) assign their status value to be zero. The more capable any other device is of receiving data (due to proximity to other such devices, long battery life, or low buffer content) the lower the status value it will grant itself. Similarly, a full buffer, or low battery life, will raise the status value of a device. By requiring that each device can only select other devices having
30 lower status values, data can be quickly forwarded to the sinks (held at status value zero), while maintaining as even a load on the individual sensors in the network as possible due to the nature of the determination of status value. For example, if a device is doing more work than the rest of the network, for example by virtue of its location near to a destination device, then its battery level will decrease more quickly, leading to an increased relative
35 status value, thereby inhibiting other sensors from continuing to forward data to it. In this

way, the network is exceptionally good at distributing the load across multiple routes where they exist.

It is of course possible to assign status values in other ways, which fall within the scope of the invention. In particular, the values could be selected such that data passes to
5 higher (rather than lower) valued devices - in other words, the sinks have the maximum allowable value instead of the minimum. However, in the following description, it will be assumed that all status values are positive or, in the case of sinks, zero, and that data passes from devices with high status values to those with low status values.

Alternative applications include multi-hop cellular communication, in which a
10 device may operate with any cellular base station, in the same way as data may be transmitted to any of several data sinks.

The process can also be extended to ad-hoc networks where data has a specific target device. Such a system could be made to work if each device had several different status values each relating to a specific target. To reduce scaling problems in such a
15 system, cluster heads may be defined so that data being sent to an individual device in a cluster is routed to the cluster head, and then onto the individual device. Such a system has been demonstrated to work on a computer simulation of a network with several hundred devices with only three levels of clusters. Each device needed only to remember its status value with respect to about thirty destination devices, namely its status value
20 with respect to other devices within its own cluster, and its status level with respect to each other cluster.

An embodiment of the invention will now be described, by way of example only, with reference to the drawings in which

Figure 1 is a schematic diagram of a device according to the invention

25 Figure 2 is a diagram of part of an ad hoc network made up of devices of the kind shown in Figure 1

Figure 3 is a flow chart showing the cycle of sensing and transmission performed by an individual device

Figure 4 is a further flow chart, showing in more detail the processes used to
30 identify a destination device and to transmit data to it.

Figure 1 shows a device 20 according to the invention. It comprises a wireless transmitter 21 and a wireless receiver 22, and data collection means 23 which include position sensors, and environmental or physiological sensors for determining properties of the environment of the device, or of some object to which it is attached. There is also a
35 data buffer 24 for storing payload data (that is to say, data that is to be transmitted to a

destination for processing) and a data store 25 for operational data (that is to say, data required for the operation of the device and in particular for controlling the transmission of the payload data). There is also computation means 26 for processing the data collected by the data collection means 23 and stored in the data buffer 24, and control means 27 for
5 controlling the operation of the device in response to outputs from the computation means 26. The device is powered by a battery 28 whose condition is monitored and the results stored in the data store 25 with other operating parameters. The power connections themselves are not depicted in this schematic diagram).

Figure 2 shows a network comprising several devices 10, 20, 30, 40, 50, 60, 70,
10 80, each of the type shown in Figure 1. These devices are free to move relative to each other through their environment, collecting data from their environment such as temperature, barometric pressure, salinity etc). This network of sensors is low-cost and can hence be haphazardly distributed in previously difficult to monitor areas. They may be carried by inanimate forces such as ocean or air currents, lava or glacier flows, or they
15 may be attached to animals or human beings to monitor their movements or physiology, or to a vehicle to monitor its progress on a journey or to locate it if it is reported to have been stolen.

The devices 10, 20, 30, 40 etc shown in Figure 2 form an ad hoc wireless network 19, 29, 39, 49, etc. The wireless connections may use radio, sonar or any other
20 transmission medium suitable for the environment in which the devices are expected to operate. Data collected by a device 20 (either by its own sensors 23, or relayed from another device 10) is transmitted to a destination 90 either directly or by means of one or more other devices 30. These other devices may also collect data. The destination 90 is a fixed receiver station, which will be referred to as an information "sink", and which collects
25 data collected by the mobile terminals 10, 20, 30 etc for subsequent processing. There may be more than one sink in the network. The sink device 90 is more powerful than the sensor devices 10, 20 30 etc, both in terms of processing capability and power-consumption, and either have long-term storage facilities for the data, or a long-range transmission link 98 to a data-processing centre 99. The sensor devices 10, 20, 30
30 themselves have very limited battery power (allowing only short-range wireless transmissions), small processors and limited memory.

The operation of this embodiment will now be described, with reference to Figures 3 and 4.

The sensors accumulate data for a period of time in a 'low-power' consumption
35 mode 31 before powering up (32) to determine if data needs to be transmitted (33,34),

transmitting the data if appropriate (35), and then powering-down (36) for another period of data collection (31). The power-up (transmission) time can therefore be small in comparison to the power-down (sensing) time. In the preferred arrangement all devices synchronise the parameter-determination stage 33,34 as they need to exchange status data (step 34). However, having exchanged the status data, it is desirable that not all devices will transmit payload data simultaneously (step 35) to avoid interference problems that may occur, particularly if two devices (e.g. 10,40 in Figure 2) are transmitting to the same device 30. Since each stage 31, 32, 33, 34, 35, 36 of the cycle is much longer than the individual transmission periods within each stage, this is readily achievable. The three stage cycle is as follows:

Power-down 36, sense 31

Power-up 32, determine and transmit condition of self to neighbours 33

Determine separation and condition of neighbours 34

(Power still up), forward data to (and receive data from) neighbours as required

15 35.

The sensing stage could be considerably longer than the other stages. This maximise the sensors' battery life by operating in a low power consumption mode for as much of the time as is possible. This assumes that devices can synchronise their power-up times. Alternatively, devices can be in a listening mode during power down time, in which they can receive both payload and status data from other devices but will not transmit.

In this embodiment the following assumptions are made:

- 1) All devices can communicate with all other devices within a certain range of communication, r_{max} , which has the same value for all devices.
- 25 2) At the parameter determination stage all devices are able to communicate their 'status value' to all other devices within r_{max} at no cost to battery level (this simplification is valid if the cost of this small transmission is very much less than the cost of transmitting sensed data)
- 3) During the sensing stage of each cycle each sensor may generate a predetermined quantity of data, which will be referred to as one 'packet' of data. However, each packet may contain a large number of individual readings.
- 30 4) Data is aggregated by the devices and forwarded in groups of up to ten 'packets'. This constraint is applied to place an upper limit on the amount of data that may be transmitted. These packets may have been generated by the device during the current or previous cycles, or received from other devices. If there are more than ten packets in the buffer,
- 35

any surplus remains in the buffer until the next cycle. Likewise, if the device fails to identify a suitable receiver, the packets remain in the buffer until the next cycle.

- 5) When forwarding data, the transmitter uses the minimum power necessary to reach its destination. Hence the cost (drain on battery level) of transmission is proportional to the square of the distance between the transmitting and receiving devices. Although some power is used by the receiving device, this is relatively small in comparison to the power that will be used to retransmit the data and can be disregarded.

The determination of parameters (step 33) will now be discussed in more detail, with reference to Figure 4.

- 10 Each mobile device (20 etc) initially measures and stores a number of attributes relating to itself (step 40). These attributes are:

Buffer size N a scalar quantity representing the amount of data awaiting transmission, expressed as a fraction of the total capacity of the buffer 24

15

Battery charge remaining B a scalar quantity representing the expected life of the device

- As the devices 10, 20 etc move around, the wireless links 19, 29, 39 etc between them have to be re-arranged in order to provide the optimum network. As well as physical location, factors such as the spare capacity of the buffer store 24 and the battery 28 are taken into account in determining whether a wireless link 29 should be established between two devices 20, 30. The process by which this is done will be described in detail shortly.

- Unit cost of forwarding C, which is determined at the end of the previous cycle (step 400) and is taken to be the cost in battery power per packet that would have been incurred the last time a suitable destination for a packet was found. This measure is used regardless of whether or not the packet was actually sent – for example there may have been insufficient battery power to transmit the packet to that destination. It should also be noted that the devices are mobile, so the actual cost of forwarding may be different from this historic estimate.

30

Each sensor next calculates its 'status value' h (step 41), which is calculated to be:

$$h = (N + k) C / B$$

- 35 where N = number of packets of data currently in buffer

B = battery level

C = cost of forwarding one packet.

k = a small constant whose function will be described shortly

5 The value B/C is therefore an estimate of the number of transmissions that the device will be capable of making on its remaining battery power, assuming that each transmission will use the same amount of power as the most recent calculation.

Consequently, if a device would just be able to send all of the data in its buffer to a suitable neighbour ($B/C = N$) then it will have a status value $h=1+k/N$. A threshold value is set at this value, or slightly lower to ensure the device is not completely drained. This
10 threshold value will be referred to below as "M". Since the value of k is small, it is convenient to set $M=1$

In this embodiment, data sinks are allocated a status value $h=0$. For other devices, because of the constant "k", the value of "h" is always greater than zero – consequently, even if there are no packets in the buffer ($N=0$), it will have a status value h
15 $= kC/B$. Since k is a small positive number, this minimum value for h is slightly higher than the zero status value attributed to a sink. This ensures that data will preferentially be sent to a sink rather than to a relaying device if a sink is available. Other mathematical ways of ensuring this are possible: for example giving sinks a negative value for "h", in which case the constant "k" can be set to zero, and empty buffers ($N=0$) have a status value $h=0$.

20 If the device has already got too much data in its buffer to be able to forward without exhausting its power supply ($N C > B$) it will have a status value h greater than the threshold value M. If it estimates that it may be able to forward some data in addition to that it already holds on its buffer ($N C < B$), it will have a positive non-zero status value h less than the threshold value M. If the status value h is equal to the threshold value M,
25 then it will only just be able to transmit the data it already holds ($N C = B$). Hence, devices should not accept data from other devices if their current status value is equal to or greater than the threshold value M.

Each device next broadcasts (step 42) its current status value h to any other
30 devices within radio range, and receives corresponding values from any neighbours it may detect (step 43) so that each device has information on its own and all of its neighbour's status values. Each device also determines the separation "r" (and hence potential cost of transmission) from each of its neighbours (step 43). This may be done in a number of ways. If the devices are sufficiently accurately synchronised, time delay measurement
35 techniques may be used to determine distance. Alternatively, if all devices transmit at a

known reference power level, the receive power can be used to determine the separation of the devices (the power required is proportional to the square of the distance). Alternatively, the devices may each need to determine their own position to form part of their payload data, and that information can be transmitted with the status value.

5 Alternatively, provided at least one device can determine its absolute position, the absolute positions of all the others can be derived, as discussed in International Patent Application PCT/GB2003/002608, which provides a method of estimating the location of a device within a network of devices each of which forms a device of the network, the method including the steps of:

- 10 obtaining information specifying the location or estimated location of one or more neighbouring devices;
measuring the distance to said one or more neighbouring devices; and
iteratively modifying an estimated location of the device, such as to improve the consistency between the estimated location of the device and the location or estimated
- 15 location of the one or more neighbouring devices, as determined from the obtained information specifying the location or estimated location of the one or more neighbouring devices, on the one hand and the measured distances to each of the one or more neighbouring devices on the other hand.

Each device next determines to which other device, if any, it should transmit data.

- 20 Firstly it identifies any that are excluded from consideration (step 44). A device will not forward data to any device that is at a higher status value than itself, that is to say $h(\text{neighbour}) > h$. Nor will it transmit to any device of status value greater than the threshold value M , (which it will be recalled takes a value close to 1). That is to say if $B < (N+k)C$, the remaining battery life B is less than that required to send the N packets
- 25 already in its buffer, assuming each requires resource C . The device therefore already has more data than it is expecting to be able to forward. Devices for which $h > M$ should therefore not receive further data until the relative positions of the devices change such that the value of C falls to a value less than $B/(N+k)$.

- If no neighbouring devices meet these two criteria – in other words they all have
- 30 status values higher than that of the device under consideration, and/or greater than the threshold M , then the subject device recalculates the value C (see step 400 below) and returns to the power-down phase 35.

For any devices not so excluded, the device determines a gradient "g" of status value drop between a transmitting device and a potential receiving device (step 45):

$$\text{Gradient} = (h[\text{transmitter}] - h[\text{receiver}]) / r^2,$$

where r is the distance between the two devices previously determined (step 43). The square of the distance is used to reflect the properties of radio propagation, since the power required for transmission varies with the square of distance.

The device then selects the device to which the biggest gradient exists (step 46).

One further calculation is made. An "urgency" value $U = (t/T)^n$ is determined, where

t = elapsed time from start of data gathering process,

10 T = expected duration of data gathering process,

and n is a constant selected in a manner to be described shortly.

This value U is a measure of the time-sensitiveness of the data in the transmission process, and hence the speed with which it is to be returned to the sinks. It is assumed the sensors are mobile. At the beginning of the experiment (when t/T has a low value) it is preferable to wait for sensors that are a long way from a sink to move around so that data collected by such sensors is not transmitted a long distance through the network, draining network resources. Towards the end of the experiment, however, any data not transmitted risks being lost altogether, and battery conservation is no longer important.

20 By varying the value of the exponent " n ", the sensitivity can be adapted to the requirements of the data capture process. If the data is very time-sensitive, and needs to be transmitted back to sinks soon after being collected then a small value of n is required (so that U rises to a value of unity very early in the process and therefore almost always exceeds the status values " h "). Similarly if the buffers of individual sensor devices are small, a small value of n will reduce the number of data packets 'dropped' by overfull buffers. If the network collects most of its data at the beginning of the experiment then a small value of n is superior.

25 Larger values of " n ", causing the urgency U to stay low until late in the data-gathering process, are suitable for networks that are likely to change rapidly (in terms of network topology or the quantity and location of sensed data). This prevents devices that initially are not sensing much data, but will later on in the experiment, from using valuable battery resources early in the experiment relaying data from other devices when alternative approaches may be possible later on.

Provided the status value h of the target device is less than the value U , (step 47) the device then forwards up to ten packets of data to the selected neighbouring device (step 48).

This actual cost of transmission is now calculated (step 400) as described above,
5 to supply the value "C" for the next cycle

When a device 20 has identified a device 30 to which data can be forwarded, it retrieves data from its buffer 24 and transmits it to the target 30. The device 30 then repeats the process of identifying a suitable neighbour and so on, until the data reaches the sink 90. If no suitable device is identified, the data is stored in the buffer 24 until the
10 movements of the devices brings a suitable device into range. If a device 20 is cut off from any path to a sink 90 it can simply store any payload data in the buffer 24 until the movements of the devices re-establishes a feasible route. If the network is sparsely populated, such that devices are widely separated, most data transmissions may only occur when a device 20 comes within direct range of a sink 90. In densely populated
15 networks paths having a larger number of hops 19, 29, 39 will be more common. The process is flexible enough to cope with a wide range of circumstances, in terms of network topology and device mobility, without such variations requiring special treatment.

The process described previously has been simulated in several different circumstances. In the simplest case, where the network is static and all sensors sense at
20 the same rate throughout the duration of the experiment, the performance is close to the theoretical ideal, nearly as much data as could possibly be transmitted through the network being recovered. Adding increased complexity to the system with mobile sensors and uneven and rapidly changing rates of data sensing can be expected to have an impact on the ability of the network to recover a maximum quantity of data, but in the
25 simulations this process performed better than existing techniques, and at a level approaching that achieved by the process described in the aforementioned applications GB0315758.3 and GB0315969.6. The present invention has the advantage over the earlier and more complex system that the individual sensors in the network only need to determine their separations from each other, and not their relative positions, determination
30 of which may not be straightforward in all envisaged circumstances, and that fewer calculations are required to be performed, which is important for sensor devices having limited power resources.